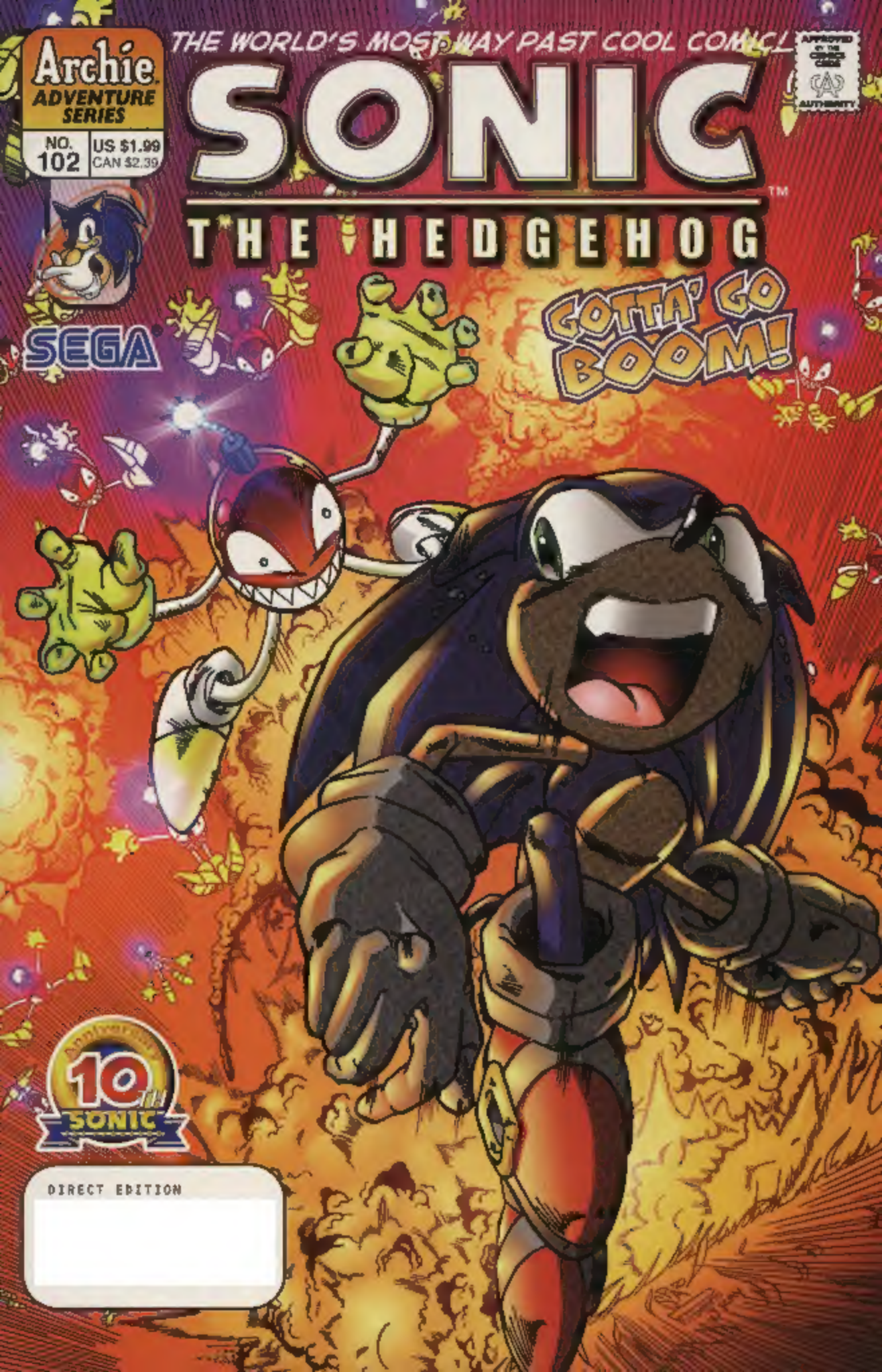
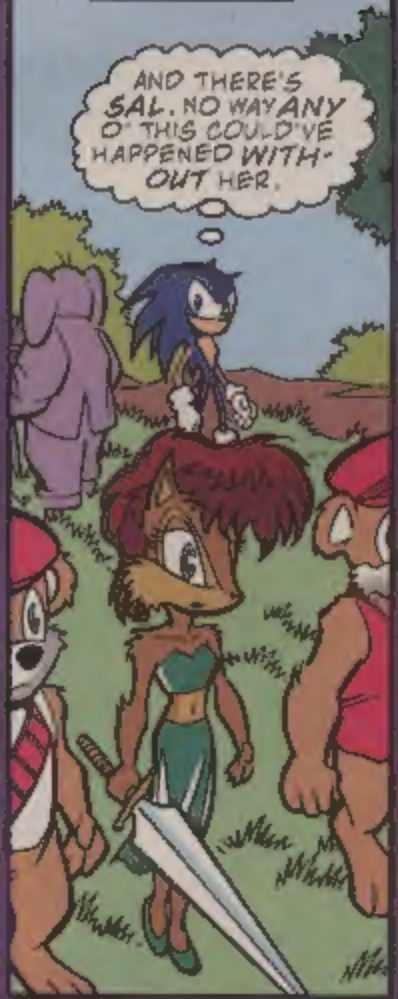

Archie
ADVENTURE SERIES
NO. 102
US $1.99
CAN $2.39
THE WORLD'S MOST WAY PAST COOL COMIC!
SONIC
THE HEDGEHOG
GOTTA' GO BOOM!
SEGA
10th
SONIC
DIRECT EDITION

KARL BOLLERS WRITER
RON LIM PENCILER
ANDREW PEPOY + PAM EKLUND INKERS
JEFF POWELL LETTERER
STEPHANIE VOZZO COLORIST
J.F. GABRIE EDITOR/ART DIRECTOR
VICTOR GORELICK MANAGING EDITOR
AND
RICHARD GOLDWATER EDITOR IN CHIEF
PRESENT:

FAMILY DYSFUNCTION



SONIC THE HEDGEHOG (ISSN 10/15090), No. 102, Dec., 2001. Published every 4 weeks, twice in May by Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Richard H. Goldwater, President and Co-Publisher. Michael I. Silberkleit, Chairman and Co-Publisher. Single copies $1.99 in the U.S.; $2.39 in Canada. Subscription rate: U.S. $25.87 for 13 issues; $31.07 in Canada. All Canadian orders payable in U.S. funds. © SEGA CORPORATION 2001. All Rights Reserved. SEGA, DREAMCAST, the Dreamcast logo, Sonic The Hedgehog, and all related characters are trademarks or registered trademarks of SEGA CORPORATION or its affiliates. The product is manufactured under license from Sega of America Dreamcast, Inc., P.O. Box 7639, San Francisco, CA 94120-7639. www.sega.com. Any similarities between characters, names, persons, and/or institutions in this book and any living, dead, or fictional characters, names, persons, and/or institutions are not intended and if they exist, are purely coincidental. Periodicals postage paid at the post office at Mamaroneck, New York and at additional mailing offices. Title registered in U.S. patent office. POSTMASTER, send address changes to SONIC THE HEDGEHOG, c/o Archie Comic Publications, Inc., 325 Fayette Avenue, Mamaroneck, NY 10543-2318. Printed in Canada

THE SWORD--IT SPOKE!

SALLY, ARE YOU LISTENING TO ME?

HM?

I ASKED WHAT YOU WERE THINKING SNEAKING OFF TO ROBOTROPOLIS LIKE THAT? YOU COULD'VE BEEN INJURED OR WORSE!

MOM, I'M NOT A PORCELAIN DOLL ...THE SWORD HAD TO BE RECOVERED...

LOOK!

IT'S THEM!

THE GENERAL-- AND HIS SON!

ANTOINE...

EVERYBODY... PLEASE STAND BACK AND ALLOW US TO APPROACH ZEE FAMILY ROYALE!

UHH... BE FREE I SAY...

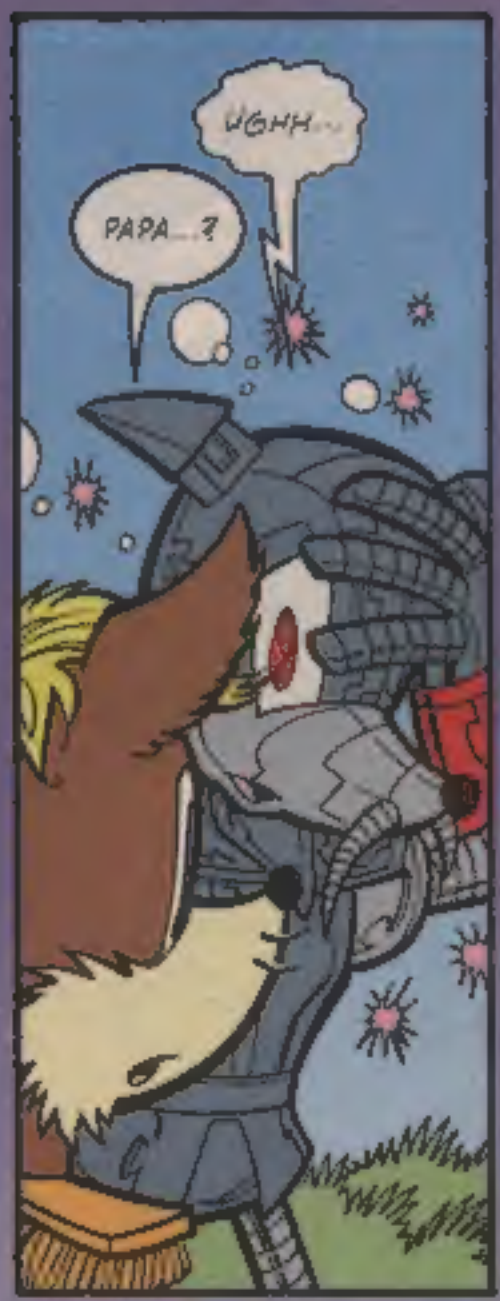
ELIAS!
KWINK

PICK UP THE SWORD-- YOU'RE CAUSING A SPECTACLE!

SALLY! SALLY! SALLY!

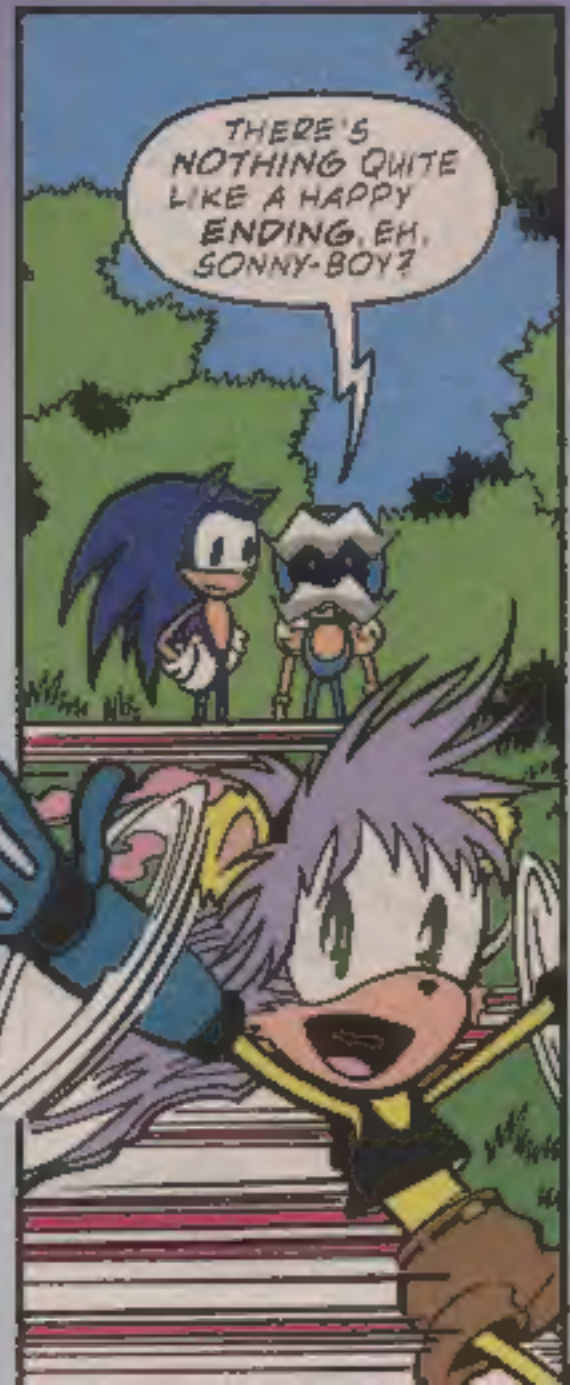
DO IT.

ZAM


UGHH...
PAPA...?

ANTOINE...EET EEZ YOU, EEZ EET NOT? JUST AS IN MY DREAM...

OUI OUI, PAPA!


THERE'S NOTHING QUITE LIKE A HAPPY ENDING, EH, SONNY-BOY?

YOU SAID IT, UNCLE CHUCK...

"...YOU SAID IT."

ROBOTROPOLIS...
HURRAY FOR THE KINTOBOR CLAN!
WHY THE CELEBRATION, DOCTOR ROBOTNIK, SIR?

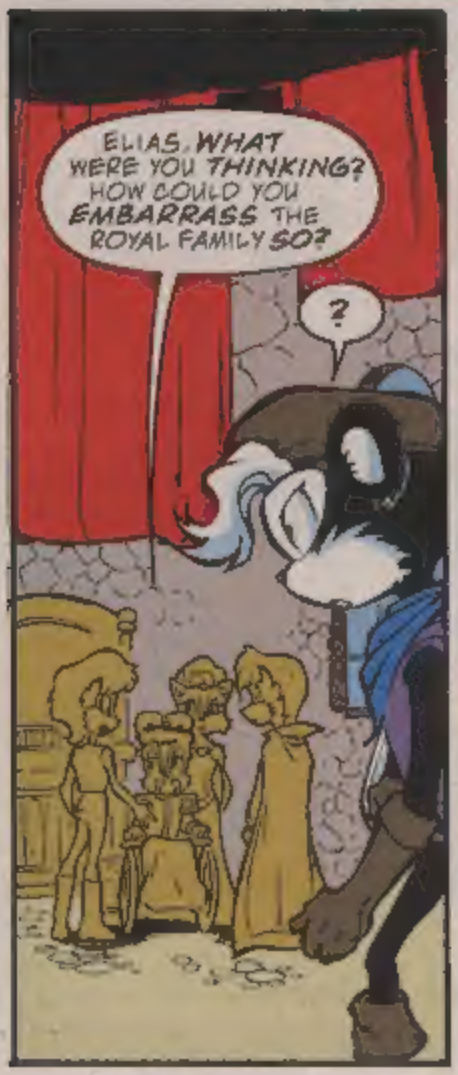
TO DRAW ATTENTION AWAY FROM THE FACT THAT THERE WERE WITNESSES TO THE ROBOTICIZED MOBIANS' ESCAPE, SNIVELY.*
* IN SONIC THE HEDGEHOG #100.

IF THESE PITIFUL SAD SACKS REALIZED SONIC WAS ACTUALLY TRYING TO SAVE THEM FROM ME, THEY WOULDN'T BE CHEERING AT ALL!

I'M BORED! AND THESE DROP-TOP LIMO DRIVES ALWAYS GET ME IN THAT ASSASSINATION FRAME OF MIND...
...SO WHY DON'T YOU ACTIVATE THOSE SLEEPER AGENTS, HM?

AS YOU WISH...
TEK

ARE YOU SURE YOU WANT TO GO THROUGH WITH THIS, GEOFFREY?
ABSOLUTELY, HERSHEY.
THEN LET'S GET IT OVER WITH...

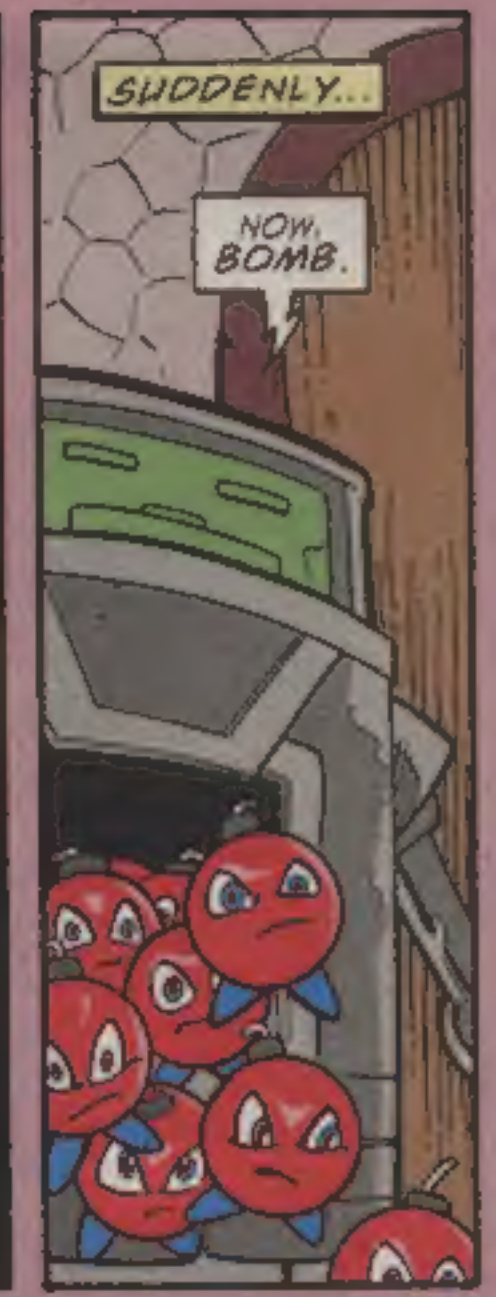

ELIAS, WHAT WERE YOU THINKING? HOW COULD YOU EMBARRASS THE ROYAL FAMILY SO?
?

WE'VE ALL HAD A LONG DAY, DAD. MAYBE WE SHOULD JUST--
WHY DO YOU ALWAYS FEEL THE NEED TO TAKE CONTROL OF THE SITUATION?

SIRE?
ST. JOHN?
I'M FORMALLY REQUESTING A LEAVE OF ABSENCE FROM HIS MAJESTY'S SECRET SERVICE.

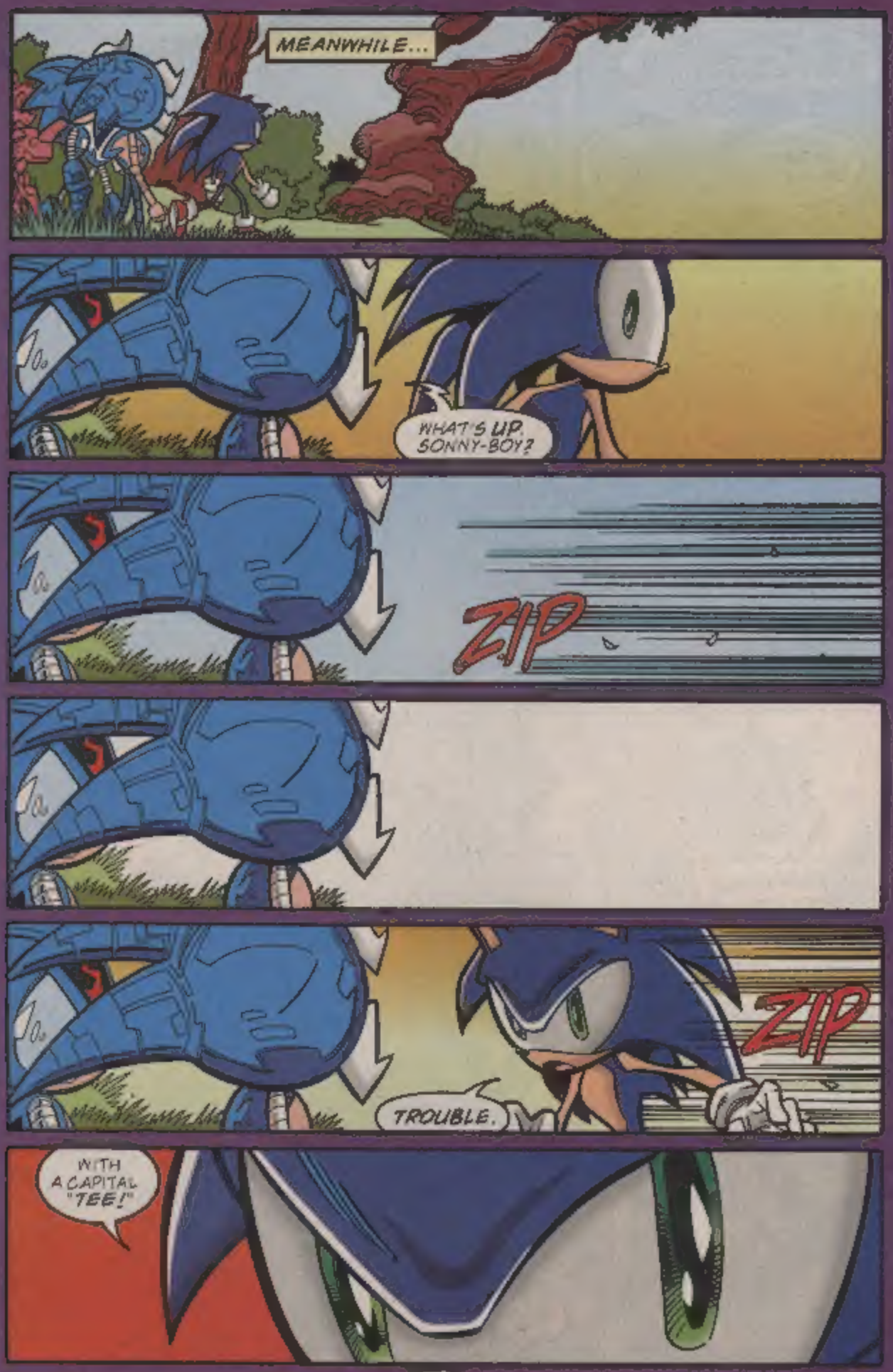
WELL, I QUIT, TOO! I NEVER WANTED THIS LIFE! THIS ISN'T WHO I AM! I'M NOT A LEADER!
THIS ROLE IS MEANT FOR SOMEONE ELSE! DIDN'T SHE PROVE IT TODAY?!

WHEN WILL YOU SEE?


SUDDENLY...
NOW, BOMB.

YEARRGHH!
PAIN...
SO INTENSE...

DUE TO JUST-ACTIVATED NANOBOTS INJECTED INTO EACH OF YOUR BLOOD-STREAMS DURING YOUR ROBOTROPOLIS INCARCERATION.
DOCTOR ROBOTNIK SENDS HIS REGARDS.


MEANWHILE...
WHAT'S UP, SONNY-BOY?
ZIP
ZIP
TROUBLE.
WITH A CAPITAL "TEE!"

HEAVY AND BOMB HAVE TAKEN THE ROYAL FAMILY HOSTAGE GANG.

ROTOR TAILS CAN YOU WHIP UP A GIZMO TO HELP STOP 'EM?

WE'RE ON IT SONIC.

SOON

BOOM

YOU GUYS OKAY?

A BIT SHAKEN SONIC BUT THE ROYAL FAMILY--

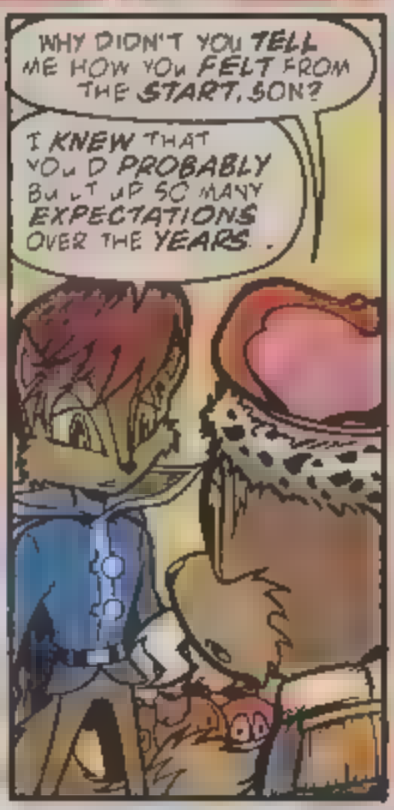
DON'T SWEAT IT--

BZZZZZZ

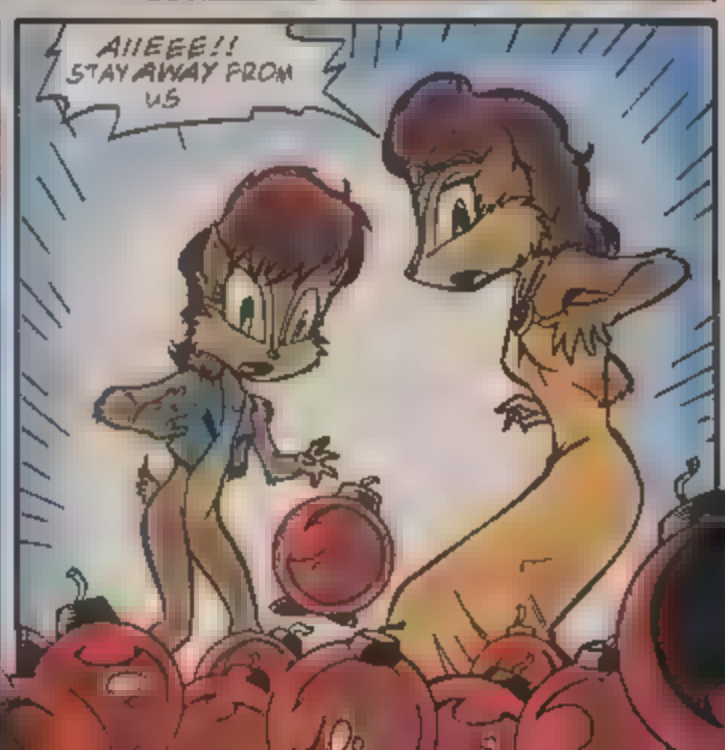
--THE HEDGEHOGS TOTALLY ON THE MOVE!

WHAT WAS THAT?!
AN EXPLOSION!

SON C S NS DE THE CASTLE


WHY DIDN'T YOU TELL ME HOW YOU FELT FROM THE START, SON?
I KNEW THAT YOU'D PROBABLY BUILT UP SO MANY EXPECTATIONS OVER THE YEARS.

I DIDN'T WISH TO LET YOU DOWN FATHER


AIIEEE!! STAY AWAY FROM US

LOOK AT ME-- SHAKING LIKE A LEAF SALLY I DON'T UNDERSTAND HOW DID YOU COME TO BE SO BRAVE?

I'VE ALWAYS BEEN THIS WAY MOM IT'S PART OF WHO I AM

I JUST WANT YOU TO KNOW THAT BEFORE WE--

SIT DOWN TO A DELICIOUS CHILI-DOG DINNER? THAT'S WHAT YOU WERE GONNA SAY RIGHT?

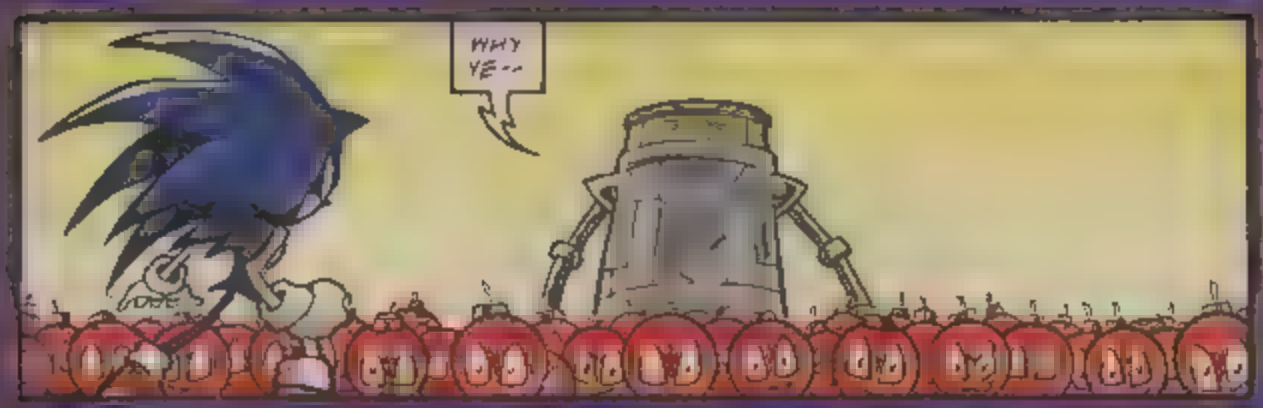
SONIC.

YOUR EFFORTS ARE FEEBLE HEDGEHOG. FOR EVERY BOMB THAT'S DESTROYED, TEN MORE CAN BE PRODUCED

BUT I WON'T NEED TO THE BUILDING'S SET TO EXPLODE IF YOU ATTEMPT TO FREE THE ACORNS

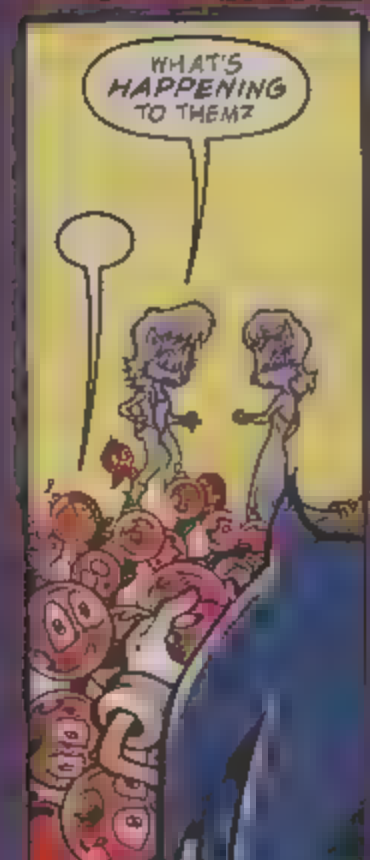
SO, HEY YOU'RE BASICALLY SAYIN' THESE LITTLE BOMBS EXIST

ALL BECAUSE O' YOU?


WHY YE--

SHRAKT

3
2


WHAT'S HAPPENING TO THEM?

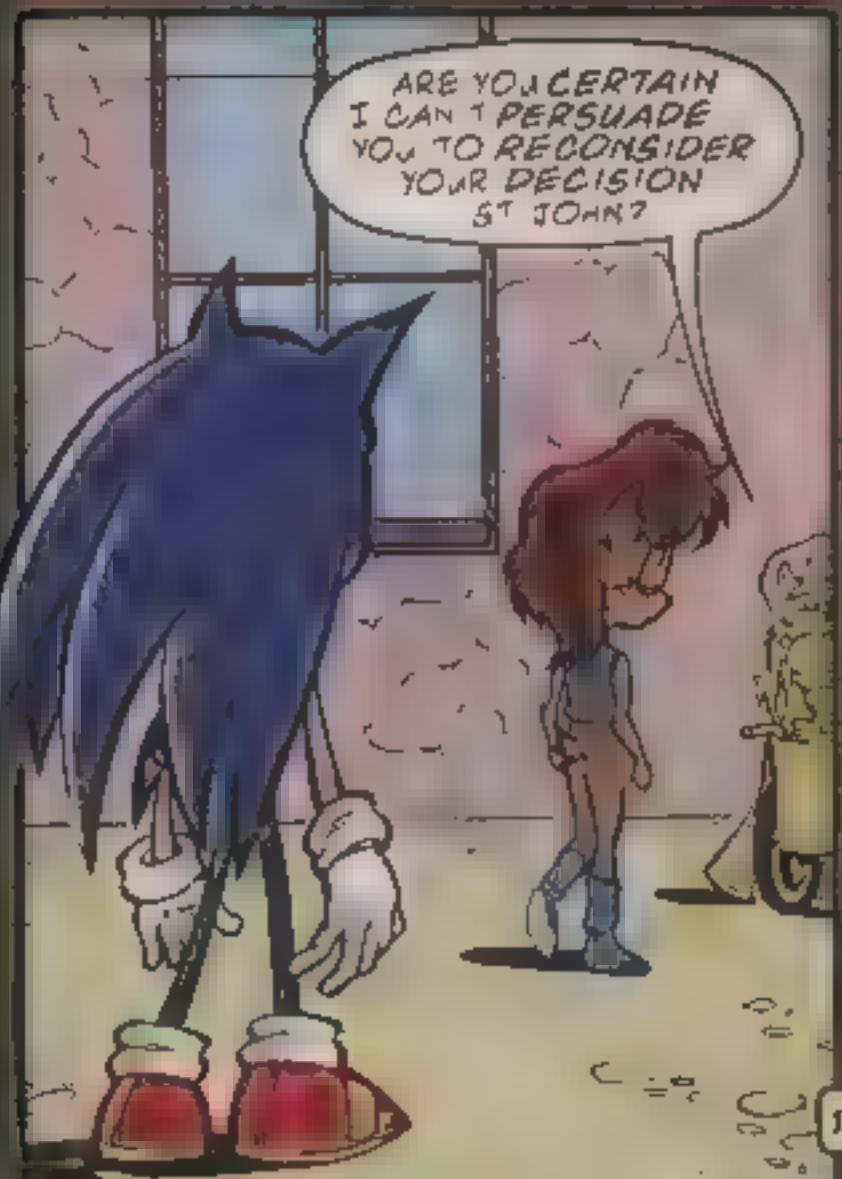
ZZZZZZZZ

IS NAP-TIME COURTESY OF MY EMP* SIMULATOR!
*ELECTROMAGNETIC PULSE

SAL

WHEN I THOUGHT THAT BOMB WAS GOING TO BLOW
I KNOW SONIC AND I

I HAVE TO GO


ARE YOU CERTAIN I CAN'T PERSUADE YOU TO RECONSIDER YOUR DECISION ST JOHN?

WITH ROBOTNIK'S NANOBOTS INSIDE US IT WOULD BE BEST IF WE ALL UNDERWENT EXTENSIVE MEDICAL TREATMENT BEFORE RETURNING TO DUTY, SIR.

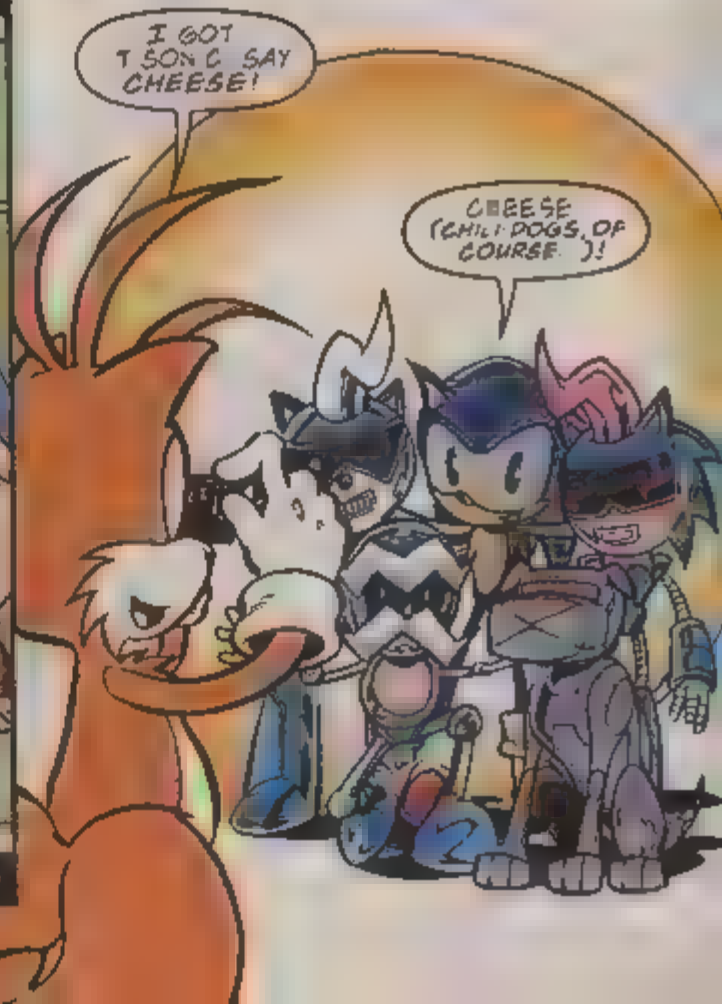
LATER

DAD, IS THIS YOU AND UNCLE CHUCK?
BACK WHEN WE WERE BOYS SON

I WAS NO OLDER THAN TAILS.
WOW!

REMEMBER OUR WEDDING DAY, BERNIE?
WHO COULD FORGET, JULES MY LOVE?

NEED A HAND, BUDDY?


I GOT TO SONIC SAY CHEESE!
CHEESE (CHILI DOGS, OF COURSE)!

Dear MOTHER & FATHER

by the T ME you READ this I be long GONE

PLEASE don't try to BRING me back I can't stand the THOUGHT

Having FAILED in my royal DUTIES I cannot LOOK at you I cannot bear FACE myself

I didn't HAVE what it takes to RULE but I KNEW right from WRONG

I KNEW that Sally should have been APPOINTED acting ruler INSTEAD of me

KNEW I should have TRUSTED Sonic's JUDGMENT...yet I said NOTHING. Absolutely nothing

It nearly COST us our LIVES

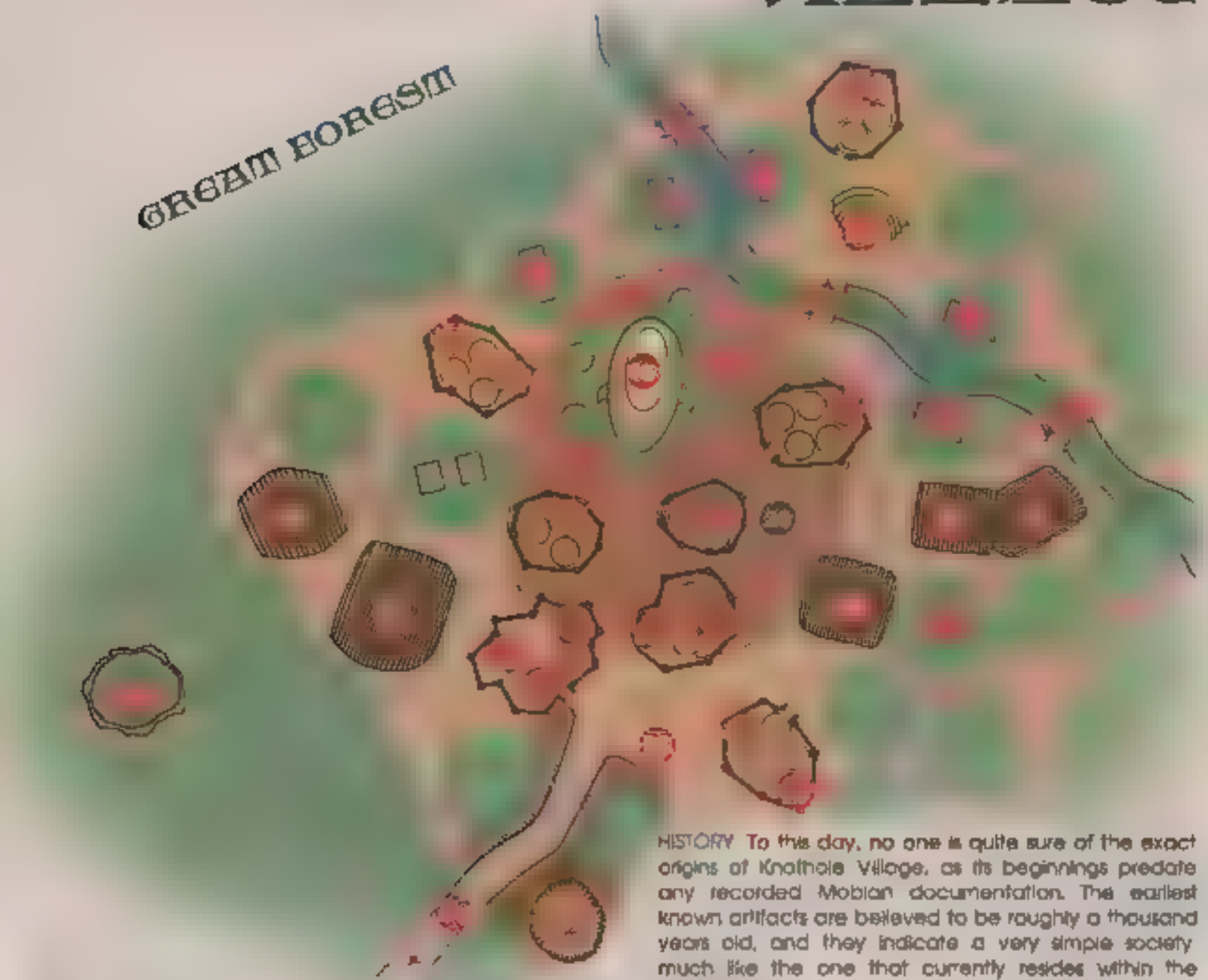
I'm SORRY

Farewe
Elias

End

SEGA DATA FILE: 3

KNOTHOLE VILLAGE



FIRST APPEARANCE: SONIC THE HEDGEHOG #0, February 1993.
SURFACE SIZE: Approx. 1.3 sq. metrons above ground, total size underground unknown as the labyrinth of tunnelling reaches out quite extensively
CLIMATE: Generally warm, sunny days with cooler nights, occasional rainstorms with thunder and lightning
POPULATION: Over 3,487 subjects to the Crown of Acorn, consisting of over 78 different sentient species
TALLEST TREE: 1592 marks (oak)
DISTANCE TO MOBOTROPOLIS (AKA Robotropolis): 13.4 metrons
POINTS OF INTEREST: (1) Sonic's Shack (2) Sally's Sanctum (3) Tail's Bunk (4) Antoine's Hut (5) Bunnie's Grotto (6) Rotor's Lab (7) Amy Rose's Burrow (8) Rosie's Cottage (9) Hamlin's Trough (10) Dylan's Digs (11) Penelope's Pad (12) Arlo's Abode (13) The Royal Compound (14) Doctor Quack's Domicile (he has no official office due to the fact he makes house calls) (15) Meeting Area (16) Village Lock-Up (17) Village General Store (18) Medical Clinic (19) Emergency Center (20) Wooden bridge (21) Performance Arena (22) Power Ring Spring (23) Path to Knothole Elevator (which leads to Great Desert) (24) Treehouse Apartments (25) Solar Windmill (26) Big Haystack (27) Hidden entrance to the tunnel network (28) Village Gardens (29) Underground cavern

HISTORY: To this day, no one is quite sure of the exact origins of Knothole Village, as its beginnings predate any recorded Mobian documentation. The earliest known artifacts are believed to be roughly a thousand years old, and they indicate a very simple society much like the one that currently resides within the village limits.

Over the passage of many years, the village evolved into a retreat for many of the citizens of Mobotropolis looking for a break from the pace of city life. When Mobotropolis was attacked by outside forces for the first time, it was then the village came to be regarded as a sanctuary upon realizing the natural environment of the Great Forest protected it against discovery.

The residence that King Theodore had retired to was transformed into a Royal Command Post where King Acorn conducted the prosecution of the war against the Overlanders. Upon winning the war, King Acorn then relocated back to the city. Shortly thereafter Warlord Julian seized power, assigned the King into a nether-zone known as the Void, and waged systemic roboticization against the populace. Only a fortunate few managed to return to the village, including the King's daughter Sally, who would eventually train and lead various bands of freedom fighters against the evil despot, making extensive use of the underground network of tunnels that are known but to a select few.

Since the demise of Julian and the rise to power of his successor, Knothole Village continues to be both home and safe haven for all who dwell there.

HE WAS BORN TO BE NONE OTHER THAN THE GUARDIAN OF THE FLOATING ISLAND, AND NOW

KNUCKLES

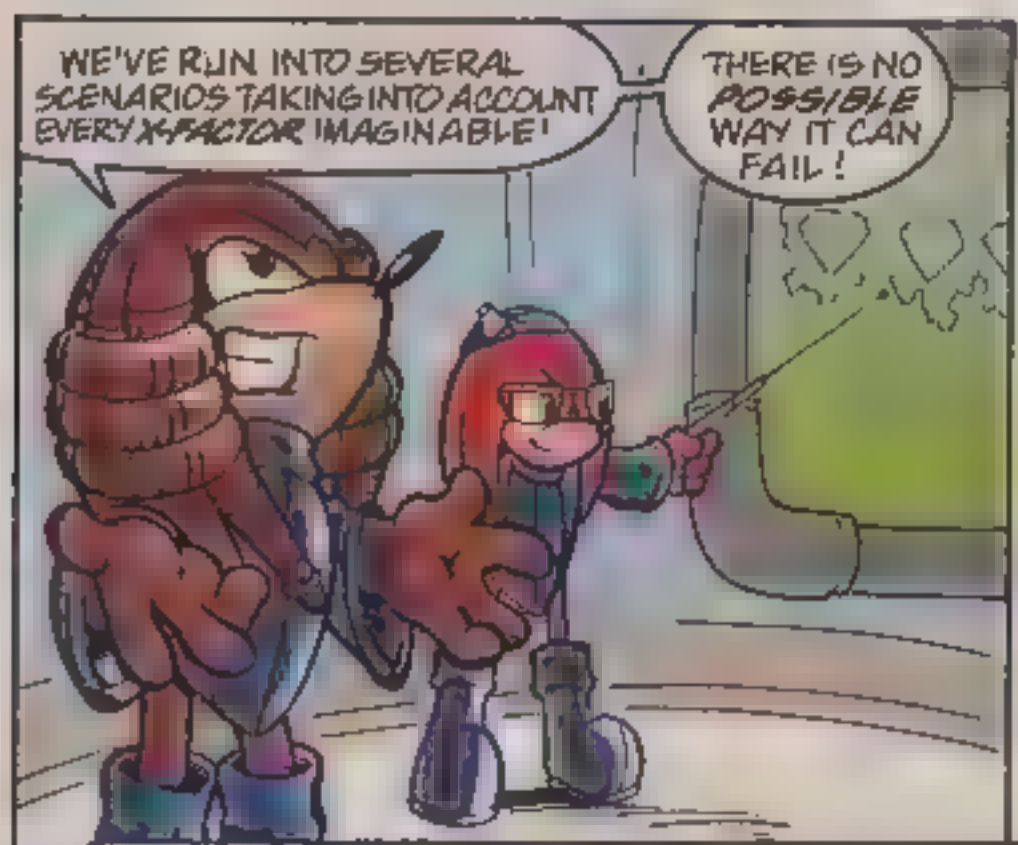
THROUGH THE POWER OF CHAOS ENERGY, WHICH HE ALONE WIELDS, HAS TRAVELED BACK IN TIME TO A MOMENT WHICH COULD ALTER HISTORY FOR ALL ON MOBIUS...

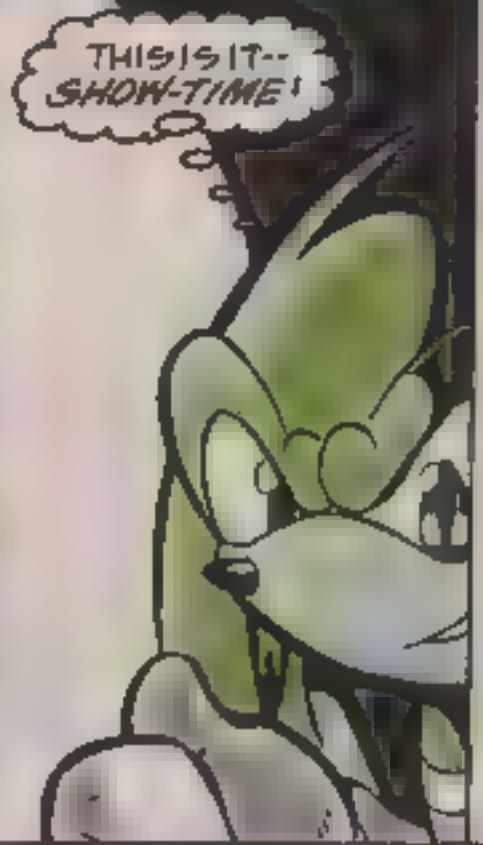
.. AND BY UTILIZING THE CHAOS SYPHON TO GRADUALLY DRAIN THE OUTPUT FROM THE CHAOS EMERALDS, WE CAN ENSURE A SAFE LANDING!

BIG-TIME WEIRDNESS!

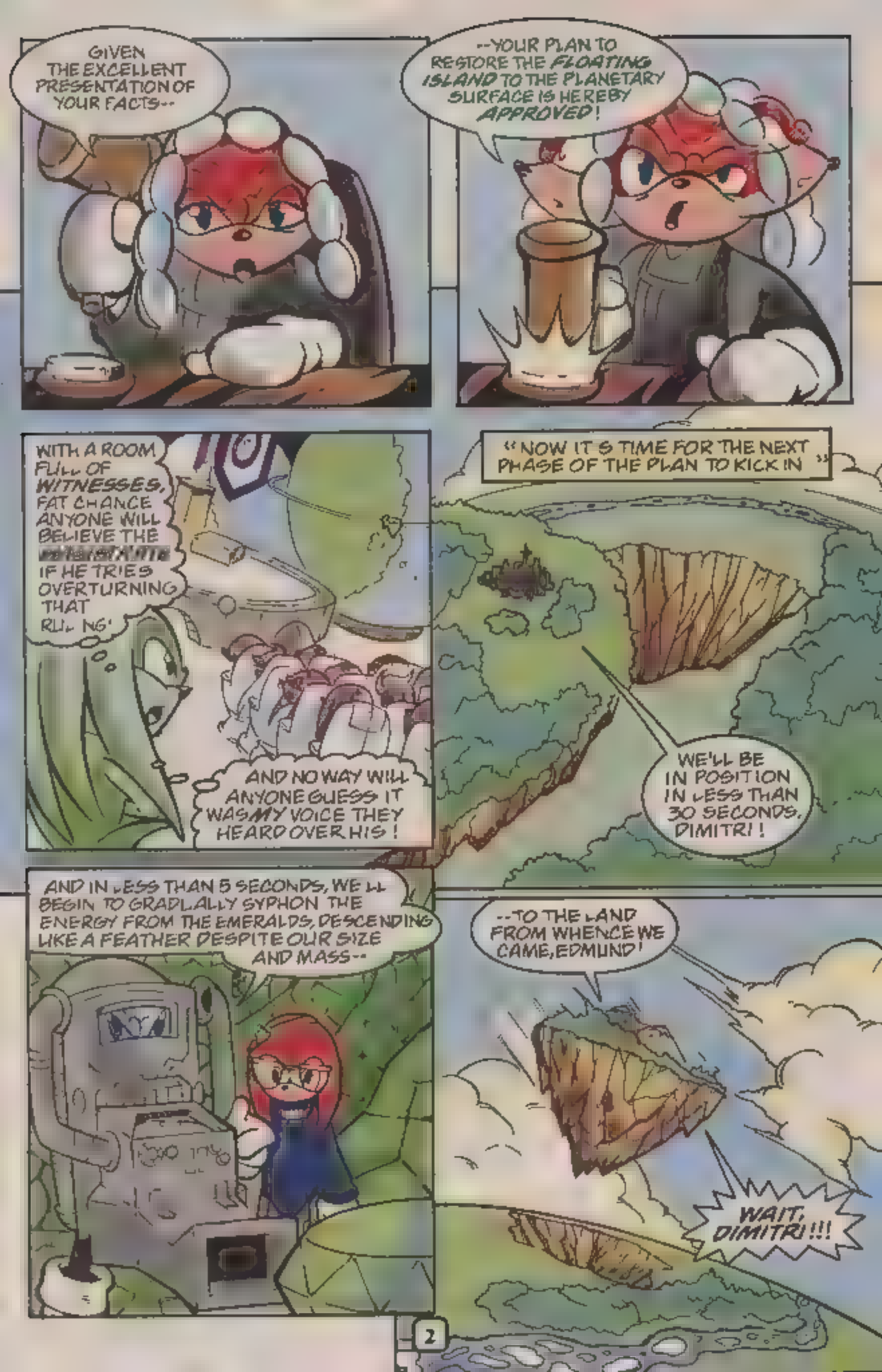
I'M WATCHING MY ANCESTORS, DIMITRI AND EDMUND SPILL THEIR PLAN TO RESTORE THE FLOATING ISLAND BACK TO ITS ORIGINAL SPOT ON THE SURFACE OF MOBIUS!

LIFE'S REALITIES





ANOTHER CHAPTER IN THE ONGOING SAGA OF SEGA'S EVER-POPULAR ECHIDNA, BROUGHT TO YOU BY
KEN PENDERS-WRITER KEN PENDERS & DAWN BEST-ARTISTS PAM ELLUND-INKER
VICKIE WILLIAMS-LETTERER FRANK G-COLORIST JUSTIN GABRIEL-EDITOR


GIVEN THE EXCELLENT PRESENTATION OF YOUR FACTS--
--YOUR PLAN TO RESTORE THE FLOATING ISLAND TO THE PLANETARY SURFACE IS HEREBY APPROVED!
WITH A ROOM FULL OF WITNESSES, FAT CHANCE ANYONE WILL BELIEVE THE [illegible] IF HE TRIES OVERTURNING THAT RULING!
AND NO WAY WILL ANYONE GUESS IT WAS MY VOICE THEY HEARD OVER HIS!
"NOW IT'S TIME FOR THE NEXT PHASE OF THE PLAN TO KICK IN"
WE'LL BE IN POSITION IN LESS THAN 30 SECONDS, DIMITRI!
AND IN LESS THAN 5 SECONDS, WE'LL BEGIN TO GRADUALLY SYPHON THE ENERGY FROM THE EMERALDS, DESCENDING LIKE A FEATHER DESPITE OUR SIZE AND MASS--
--TO THE LAND FROM WHENCE WE CAME, EDMUND!
WAIT, DIMITRI!!!

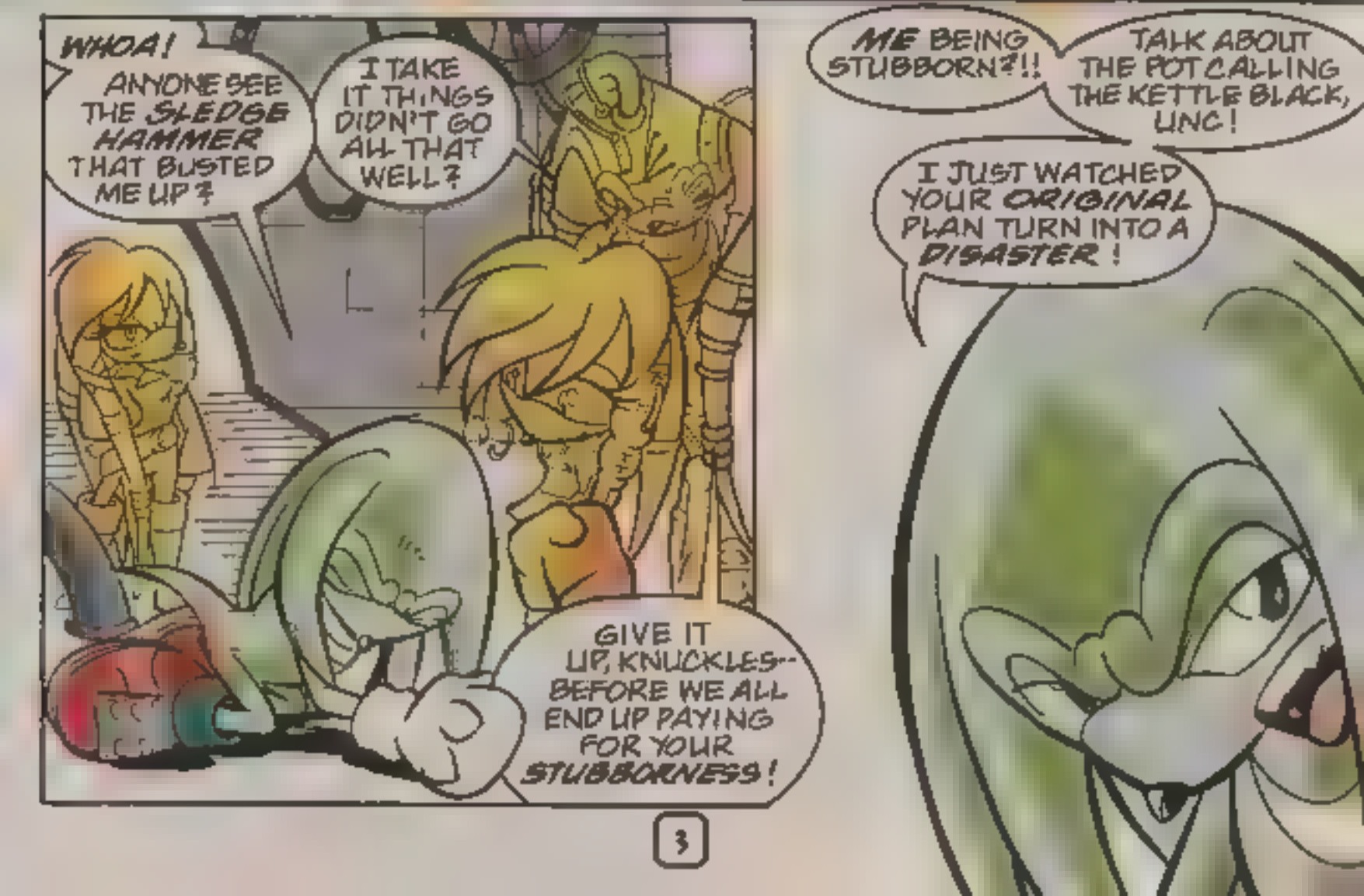
CAN'T YOU FEEL?!

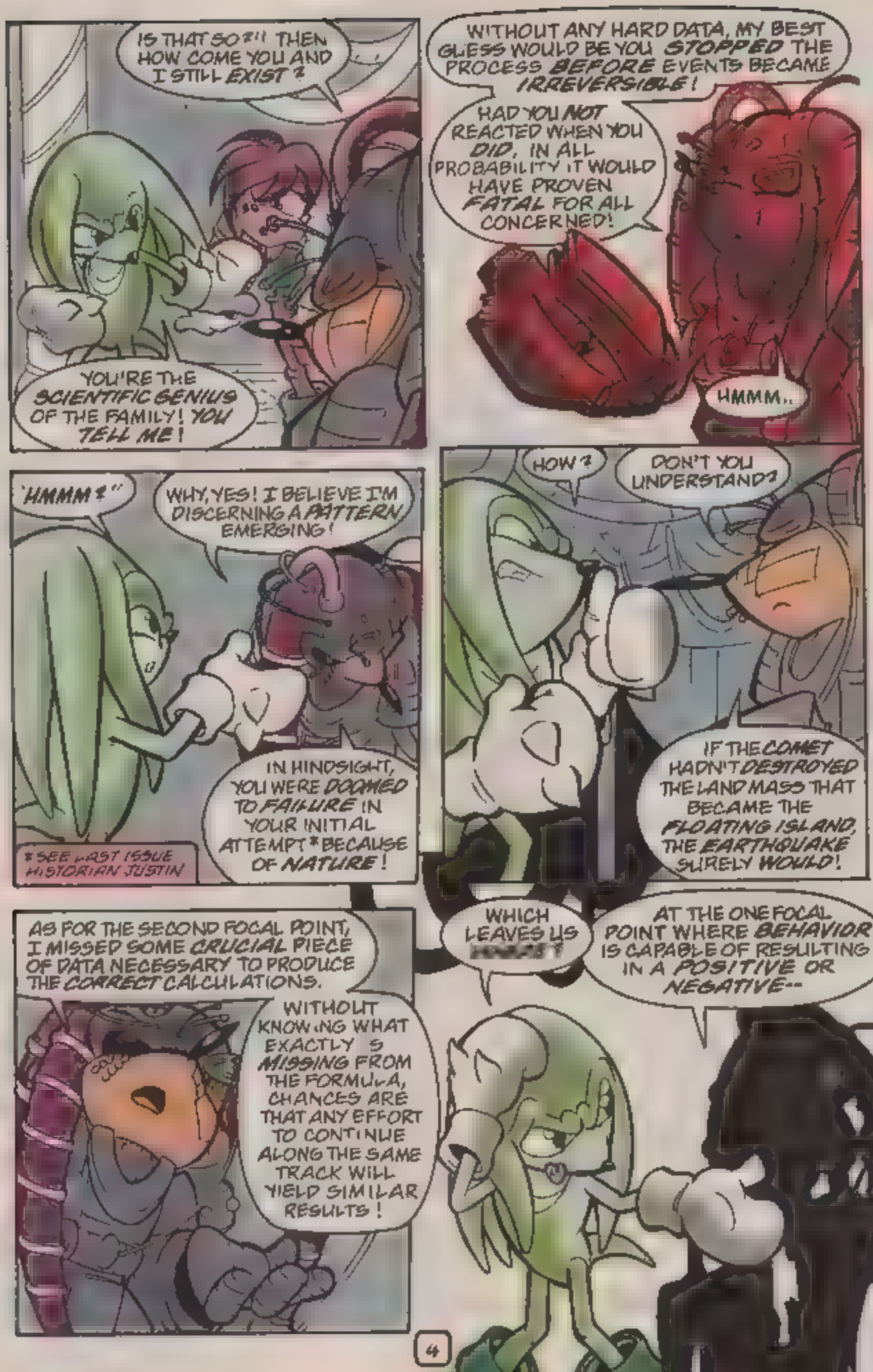
THE DESCENT VELOCITY IS INCREASING!!

WE'RE GOING DOWN MUCH TOO FAST!

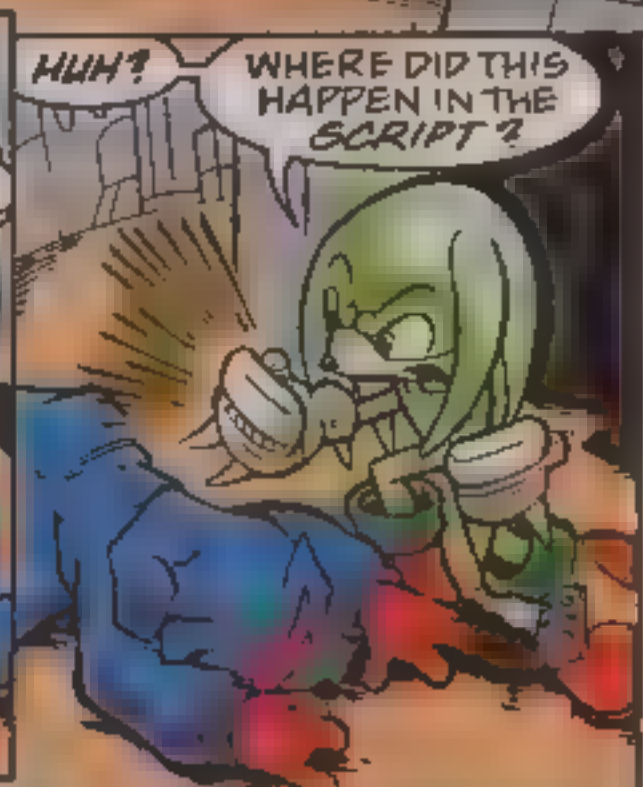
F-F-FEELS LIKE I'M BEING *RIPPED APART!!*

GOTTA HOLD IT-- TOGETHER--




IS THAT SO?!! THEN HOW COME YOU AND I STILL EXIST?
YOU'RE THE SCIENTIFIC GENIUS OF THE FAMILY! YOU TELL ME!
WITHOUT ANY HARD DATA, MY BEST GUESS WOULD BE YOU STOPPED THE PROCESS BEFORE EVENTS BECAME IRREVERSIBLE!
HAD YOU NOT REACTED WHEN YOU DID, IN ALL PROBABILITY IT WOULD HAVE PROVEN FATAL FOR ALL CONCERNED!
HMMM..
"HMMM?"
WHY, YES! I BELIEVE I'M DISCERNING A PATTERN EMERGING!
IN HINDSIGHT, YOU WERE DOOMED TO FAILURE IN YOUR INITIAL ATTEMPT* BECAUSE OF NATURE!
*SEE LAST ISSUE HISTORIAN JUSTIN
HOW?
DON'T YOU UNDERSTAND?
IF THE COMET HADN'T DESTROYED THE LAND MASS THAT BECAME THE FLOATING ISLAND, THE EARTHQUAKE SURELY WOULD!
AS FOR THE SECOND FOCAL POINT, I MISSED SOME CRUCIAL PIECE OF DATA NECESSARY TO PRODUCE THE CORRECT CALCULATIONS.
WITHOUT KNOWING WHAT EXACTLY IS MISSING FROM THE FORMULA, CHANCES ARE THAT ANY EFFORT TO CONTINUE ALONG THE SAME TRACK WILL YIELD SIMILAR RESULTS!
WHICH LEAVES US
AT THE ONE FOCAL POINT WHERE BEHAVIOR IS CAPABLE OF RESULTING IN A POSITIVE OR NEGATIVE--

" --WHEN MY BROTHER, *EDMUND*, DECIDED TO ACT AGAINST THOSE WHO FOLLOWED IN MY FOOTSTEPS..."



JULIE-SU!!! EASY, GIRL, AS I'M--
--I'M NOT A ROBOT!!
JUST WHEN YOU THOUGHT I'D HOPELESS, YOUR INSTINCT FOR SURVIVAL MUST HAVE KICKED IN!
FOR A MOMENT, I COULD SWEAR WE WERE ALL ROBOTS--
--LIVING IN ECHIDNAOPOLIS UNDER THE RULE OF THE DESPOT ROBOTNIK!
THAT'S WHACKED!
NOT AT ALL, JULIE-SU!
WHEN KNUCKLES SAVED MY BROTHER, THAT TOOK AWAY THE IMPETUS FOR THE CREATION OF THE GUARDIANS--
-LEAVING THE ECHIDNAS ESSENTIALLY VULNERABLE TO AN INVASION BY OUTSIDE FORCES!
IT'S NOT FAIR!!!
I'VE ALL THIS POWER AND I COULDN'T DO GOOD-- NOT ONCE!!
PERHAPS NOT IN THE PAST, BUT IN REGARDS TO THE FUTURE--
-WE'VE YET TO DETERMINE IF YOU CAN UNDO THE EFFECT OF THE QUANTUM BEAM IN ORDER TO RESTORE THE INHABITANTS TO THE FLOATING ISLAND, AND IF SO--
--ANYTHING IS POSSIBLE!
NEXT: IN SONIC # 106 THE MOST SHOCKING DEVELOPMENT KNUCKLES HAS EVER EXPERIENCED.. MY ENEMY, MY DAUGHTER! TALK ABOUT MIND-BLOWING! HOO-HA!

SEGA DATA FILE: 4

JULIE-SU

HISTORY: Julie-Su was born the daughter of Luger and his second wife Mari-Su. Almost from the very beginning, Julie-Su was treated like an unwelcome visitor by her older step-brother Kragok and his twin-sister Lien-Da, and virtually ignored by her father as he carried out his duties as the leader of the Dark Legion.

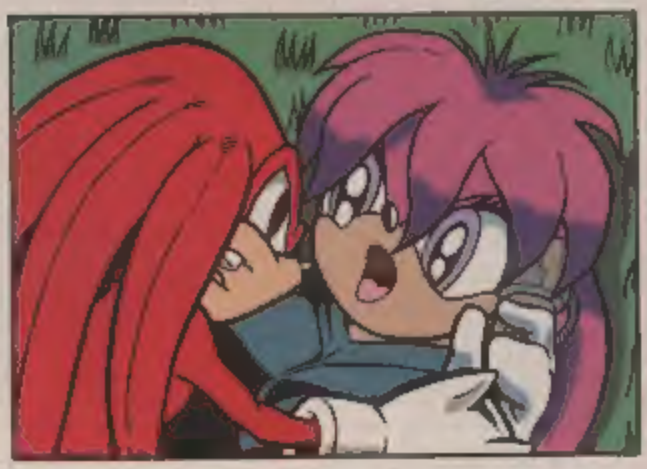
When Mari-Su met with a tragic accident of a most peculiar nature, Julie-Su was subjected to a memory wipe by Kragok and Lien-Da. They had far greater plans for the Dark Legion and no desire at all for their despised sibling to share in them, so she was placed in the care of an elderly echidna couple, Simon and Floren-Ca, who treated her as if she were their own natural daughter.

For the most part, Julie-Su grew up in a loving environment, unaware of the truth that Simon and Floren-Ca were warned never to reveal. Yet she always wondered why something felt missing in her life. Suppressing these feelings, she eventually assumed the duties of a support troop upon reaching the age of thirteen.

When the Dark Legion and Knuckles eventually clashed, the results were a destroyed headquarters complex and an angry Julie-Su separated from her compatriots. Upon discovering the crocodile Vector, she unleashed her fury on him, drawing the attention of Knuckles and his friends Charmy, Espio and Mighty. Because of her association with the Dark Legion, Julie-Su was mistrusted at first but gradually won over their respect and friendship.

She has since discovered the truth about her past and has developed a more romantic involvement with Knuckles, due to their unacknowledged recognition through a sixth sense the echidnas refer to as the "soultouch".

FIRST APPEARANCE: KNUCKLES THE ECHIDNA #4, August 1997.
FULL NAME: Julie-Su of the House of Dimitri
RANK: Former Dark Legionnaire, support
BORN: 277 / 3221 EYES: Deep violet
HAIR: Rose pink with lavender bangs
HEIGHT: 84 marks WEIGHT: 7.3 stone
WEAPONS: Double-barrel multi-purpose proton gun, taser
KNOWN FAMILY: Luger (father - whereabouts unknown), Mari-Su of the House of Atrades (mother - deceased), Kragok (step-brother - deceased), Lien-Da (step-sister), Simon (foster father), Floren-Ca (foster mother), Mortiori Rex (grandfather), Dimitri (great-great-grandfather)
KNOWN FRIENDS: Knuckles, Mighty, Espio, Charmy, Vector, Laro-Le, Constable Remington



SONIC-GRAMS

THIS JUST IN! With KEN PENDERS

As you read this, it's probably sometime in October 2001 or later. But as I write this, it's the last week in July of the same year, and I've just returned from my annual trip out to the west coast, where I attended the world famous San Diego Comic-Con and had the opportunity to meet with a lot of you guys.

If there was any difference this year from previous conventions, it's that there were more fans than ever, and they were making it loud and clear of their love for Sonic. They had questions they wanted answers to, they wanted autographs, they were searching for back issues, and in general, they just wanted to tell the people at Archie Comics to keep up the great work.

Since inker Rich Koslowski and I were the only ones operating out of the Artists Alley section where we could be easily found, we had to point out to the fans other creators who could be found walking the aisles, such as penciler Steven Butler and colorists Josh Ray and his lovely wife, Aimee, as well as inker Andrew Pepoy and penciler Jim Valentino, who could be found manning the Image booth in his new role as publisher when he wasn't busy taking meetings. (Such is the nature of this business that you can work with a person for years and never even meet, so it was quite a pleasant surprise when Steven, Josh and Aimee suddenly showed up at my table. I had never actually met them in person before that moment, even though I've worked with them on too many issues to count! Crazy, huh?)

A number of readers also showed up with some terrific examples of fan art, including some photos featuring our characters rendered through more exotic means than pen & ink or computer generated. One reader created a Lego-version of Tails and Sally, and another reader created small figurines of our characters. Needless to say, I thought they were all great, and you'll be seeing a fan art section devoted to the San Diego con within the next issue or two.

By being able to interact with you readers in such a forum, we hope you come away with the feeling that we really care about doing a good job for you, and we enjoy learning what really excites you where this series is concerned. For those of you who couldn't make it this time around, there's always next year!

Take care.

KEN—

Send letters to:
SONIC-GRAMS #102
c/o Archie Comic Publications, Inc.
P.O. Box #419
Mamaroneck, NY 10543-0419
E-MAIL:
Sonic@kenpenders.com
WEBSITE: www.archiecomics.com
SEGA WEBSITE: www.sega.com

Note: Due to the overwhelming amount of e-mail and snail mail, it is impossible for us to reply personally to each and every message. However, your opinions are important to us and each message will be read. Also, due to space limitations, some correspondence may be edited.

Thanks for understanding!

COMING ATTRACTIONS

No. 103

Next issue:

We have a neat change of pace, as several Sonic creators of days gone by return to the fold for another hurrah. In the lead story, writer Mike Gallagher teams up with penciler Jim Valentino for one of the most unusual Sonic stories that takes place 1000 years hence in an alternate future. Sonic returns to Mobius after being gone a millennia, only to find the planet in worse shape than he left it. Plus, Mike G. teams up with none other than Dave Manak and Harris to present the Downunda Freedom Fighters squaring off against the Bunyip. It's a blast from the past you won't want to miss.

And now, it's time to check this month's mail:

Dear Sonic-grams,

After our graduation ceremony, my otaku friends and I held a party. One of us came in with SONIC #98, which became a hot topic of discussion. We didn't talk about stories and plot so much as art.

Because Sonic is in every way Japanese, it should look Japanese. When we saw Pat Spaziante's work, we were thrilled at the way he drew the animals, especially Sonic, and shocked to see them mingled with Marvel-style humans. It was like watching Roger Rabbit. Another area of concern was the comics were lagging on added human extras and too many characters pushing their way into the stories, although we liked Mina, Fiona, Nicolette, Jube-Ju & Elias.

Now we want to point out the top 10 things we found impressive:

1) Antoine's new attitude
2) Bunny's new look
3) The Sonic Adventure makeover on the 4 characters
4) The Chosen One
5) All those 3-issue mini-series
6) Mecha Madness, Endgame & everything in-between
7) The new colors and shading
8) The background art has greatly progressed
9) Spaz's covers
10) The Knuckles series

Now for the top 10 things that need work:

1) Designs aren't as Japanese as they could be, after all, it's a tokuban (Japanese for monthly comic).
2) Less human characters, as they're too intrusive.
3) Knuckles evolving, unless directly related to Sonic Adventure 2
4) We were really hoping Sally would be Queen and Elias would join the Chaotix
5) Needs more angst
6) The dialogue is hard for Generation X to understand
7) The imbalance of humor and seriousness
8) Fiona, Nic and Mach need to show up more
9) The latest Floating Island
10) The lack of Knuckles' own book

However, we find this to be the only decent/least boring/most progressive/less corny comic in America, and we hope you'll continue to keep making this one of the best long-running comics in the world.

Your fans,
Seanee, Aliyah, Jeakal, Ashley, Jessi, Shanna, Kanai, Babbitt, Luna, Jennifer, Colin, Tomomi, Martin, Errik, Dallit, Jiaju, Jarai, Jae-Jun, Cosya, Elijah, Paul, Joey, Eldrin & Jesse Sparks, NY

Talk about killing two birds with one stone! One of our biggest headaches is trying to fit as many letters as we can, and we get to feature a consensus with one letter! Regarding some of the group's concerns, we're already way ahead of the curve, and you'll begin seeing some results in the issues ahead. The only one that has me scratching my head is the one about the dialogue being hard to understand. You guys need to be more specific about whether I'm using out-of-date terminology, Karl's writing is a bit more streetwise than you're used to, or if it's something else I haven't touched upon. Fair enough?

To Ken Penders and crew,

First, let me start off by saying that I am a HUGE Sonic fanatic, owning or at least played most of his games. Also, I'm a big fan of this comic, a faithful buyer since issue #25 (which is STILL my favorite out of all). With that being said, let me express my disappointment, due to the neglect that Sonic Adventure 2 was treated. For those that haven't played it yet, I won't give anything major away, but SA2 had a great story. In fact, it is the best Sonic game EVER, and I'm sure Sonic fans who have played it would agree. The plot had so many twists and turns and ended with a proverbial bang. And finally, we get to see how Robotnik carries out plans for world domination firsthand. And I thought it was GENIUS how you guys ended issue 98, telling people to pick up the game, instead of giving the entire plot away in a (now defunct) Super Sonic Special.

But reading issue 99 gave me the feeling that Sonic Adventure 2 wasn't really important at all. In the beginning, it is assumed that Sonic and Tails explained the whole adventure to Sonic's parents after they got back. Throughout the issue, his parents acted nonchalantly about it, while Sonic, Tails, Knux, and Robotnik didn't seem to acknowledge the whole thing even happened. I know Sonic saved the world more times than we can count, but COME ON!

I don't know who is responsible—hey, I don't even know if he/she even PLAYED the game—but such a great and important story of the Sonic Universe didn't even leave a minuscule impact in the Comic world! (I mean come on, Sonic and Eggman even WORK TOGETHER, for goodness sake! Where else would you see THAT?!)

Stick it in the future, stick it in the past, heck, stick it in an ALTERNATE UNIVERSE, but for goodness sake, don't make it seem like it wasn't important at all. Sonic saved the world, yet NOBODY CARED! SA2 is the FINAL Sonic the Hedgehog game to appear on any Sega system, and the last Sonic game we'll see for at least a couple of years (besides Sonic Advance). That's it. Zero. None. Nada. Also, it's on Sonic's 10th anniversary, and the fact that it coincides with the Comic's 100th issue would have made it seem like it was that much more special. And to treat it as nothing? That makes it kind of sad. Or maybe I have too much time on my hands.

Mike'T G.

I can understand your frustration, Mike'T, but here's the straight scoop. We already had in place the current storyline when out of the blue we were thrown a curve and had to do the SA2 adaptation. Because we were limited in space—one issue to work with—and had little info to go on, the game developers were legitimately concerned about any of the game's surprises being revealed too soon. There wasn't much else we could do. Karl was probably told Sonic saved the day in the end, but he more than likely also wasn't told how, and so underplayed it in the beginning of #99. If we can figure out a way to incorporate more of the game's elements into future storylines, we will.

Dear Sonic-Grams,

I have been a fan of Sonic since issue 13. For a time, somewhere around issue 60, I stopped reading because I thought I was "too old" for comic books. Well, being a guy of 16, and realizing I should stick to things that make me happy, I restarted buying the comic book at #97. I must say, things have certainly changed in this series since I stopped! It'll take me lotsa cash to pick up the missing issues (please add the issues of Sonic released in 2000 to your "Sonic Checklist"). But anyways, here're the questions I have that are most important.

1. When did Robotnik return, and when did he get reboticized?
2. Which issue did Overlanders start becoming a big factor in the series?
3. Who is Mina, and when did she appear?
4. When were Queen Acorn and Prince Elias discovered?
5. Why did Knuckles turn green and start acting strange?
6. Where did the Chaotix go?
7. Why are Sonic and Tails living with Sonic's parents?

Best, Chris Leslie

In quick order here: 1) Robotnik Mach II (as we call him) returned in SONIC #75 and was originally Robo-Robotnik, who first appeared way back in SONIC #19; 2) The current storyline with the Overlanders began in #93; 3) Mina is a mongoose who first appeared in SONIC #14 trying to save a loved one from Robotnik; 4) the whereabouts of Queen Alicia and Prince Elias were revealed in "The Forbidden Zone" storyline back in KNUCKLES #19–21; 5) As shown in previous stories, Knuckles was born a mutant, and various incidents have only served to push the process further along, culminating in his full-blown transformation in the pages of SONIC #98; 6) the Chaotix, like everyone else on the Floating Island, were consigned to another zone when the Dark Legion unleashed the quantum force back in SONIC SUPER SPECIAL #14; and 7) Sonic and Tails are too young to live on their own just yet, and since the whereabouts of Tails' parents are unknown, who else would they live with?

I'd like to wrap things up by acknowledging the letters of Jacob, Nick and Michelle Howe of Arlington, WA, who wrote with a whole list of questions. Since I didn't want to start a family war over whose letter was used, I'll simply say in response to keep reading as our feature pages in upcoming issues should provide loads of information to make any Sonic fan happy. And on that note, check back with us next time for more comments, compliments and criticism. Take care.

e-mail:
Sonic@kenpenders.com

Cover illustration by Patrick Spaziante and Nelson Ribeiro
with colors and separations by Josh D. Ray. Edit page layout & design by JoepeP.

SONIC CHECKLIST

SUBSCRIPTIONS (SON)

☐ **SONIC** (4 issue subscription)
$5.00 ($5.75 - CAN)

☐ **SONIC** (6 issue subscription)
$10.00 ($11.50 - CAN)

BACK ISSUES

SONIC & KNUCKLES COLLECTOR SETS

1996

☐ **SONIC** (HCS)
Issue No's 30-41...$23.99

1997

☐ **SONIC** (HCS)
Issue No's 42-53...$19.99

☐ **KNUCKLES** (KCS)
Issue No's 1-7...$11.99

1998

☐ **SONIC** (HCS)
Issue No's 54-65...$20.99

☐ **KNUCKLES** (KCS)
Issue No's 8-19...$20.99

1999

☐ **SONIC** (HCS)
Issue No's 66-77...$19.99

☐ **KNUCKLES** (KCS)
Issue No's 20-31...$19.99

MINI SERIES

☐ **SONIC END GAME SERIES** (END)
(4 issues #47 - #48 - #49 - #50)
$7.00 ($8.00 - CAN)

MINI SERIES (Continued)

☐ **SONIC'S FRIENDLY NEMESIS KNUCKLES** (SNK)
(3 issue mini-series)
$6.00 ($7.00 - CAN)

☐ **TAILS 3 ISSUE MINI-SERIES** (TLS)
$6.00 ($7.00 - CAN)

☐ **SONIC QUEST "THE DEATH EGG SAGA"** (SDS)
(3 issue mini-series)
$6.00 ($7.00 - CAN)

☐ **PRINCESS SALLY** (PS)
(3 issue mini-series)
$6.00 ($7.00 - CAN)

☐ **KNUCKLES "THE DARK LEGION"** (ENC)
(3 issues #1 - #2 - #3)
$4.50 ($5.50 - CAN)

☐ **KNUCKLES "LOST PARADISE"** (ENC)
(3 issues #4 - #5 - #6)
$4.50 ($5.50 - CAN)

☐ **KNUCKLES "DARK VENGEANCE"** (ENC)
(3 issues #7 - #8 - #9)
$4.50 ($5.50 - CAN)

☐ **NIGHTS INTO DREAMS ORIGINAL MINI-SERIES** (NID)
(3 issues #1 - #2 - #3)
$4.50 ($5.00 - CAN)

☐ **NIGHTS INTO DREAMS MINI-SERIES** (NID)
(3 issues #4 - #5 - #6)
$4.50 ($5.00 - CAN)

SPECIALS

(48 pg. Special) $3.00 ($3.50 - CAN)

☐ **SONIC & KNUCKLES** (SAK)
☐ **SONIC IN YOUR FACE** (BIF)
☐ **SONIC BLAST** (SOB)
☐ **SONIC CHAOTIX** (CHX)
☐ **SONIC TRIPLE TROUBLE** (STT)
☐ **SONIC & KNUCKLES MECHA MADNESS** (SMM)
☐ **SUPER SONIC VS HYPER KNUCKLES** (SVK)
☐ **SONIC LIVE!** (SLS)
☐ **#1 BATTLE ROYAL** (BSQ1)
☐ **#2 BRAVE NEW WORLD** (BSQ2)
☐ **#3 SONIC FIRSTS** (BSQ3)
☐ **#4 RETURN OF THE KING** (BSQ4)
☐ **#5 SONIC KIDS** (BSQ5)
☐ **#6 SONIC DIRECTOR'S CUT** (BSQ6)
☐ **#7 IMAGE/SONIC CROSSOVER** (BSQ7)
☐ **#8 SALLY MOON** (BSQ8)
☐ **#9 SONIC KIDS #2** (BSQ9)
☐ **#10 SONIC/SABRINA** (BSQ10)

SONIC SUPER SPECIALS (SSQ)

(48 pg. Specials) $2.50 ($3.00 - CAN)

☐ **#11 SONIC CO-STARS**
☐ **#12 TURN ABOUT HEROS**
☐ **#13 DREAMCAST ADAPTATION**
☐ **#14 SONIC STEW**
☐ **#15 BATTLE WITH NAUGUS**

TRADE PAPERBACK

☐ **SONIC "FIRSTS"** (SGN)
$5.00 ($6.00 - CAN)

ARCHIE COMIC PUBLICATIONS, INC.

SONIC CHECKLIST

P.O. Box #573, Mamaroneck, NY 10543-0573

NAME _____ AGE _____ MALE ☐ FEMALE ☐

ADDRESS _____

CITY _____ STATE _____ ZIP+4 _____ - _____

DAYTIME PHONE # _____

TALLY YOUR ORDER HERE

$_____ + $_____ = $_____
SUBSCRIPTION SUBTOTAL — BACK ISSUES SUBTOTAL — TOTAL AMOUNT

☐ VISA ☐ MASTERCARD

EXP DATE ___/___ MO. YR

SIGNATURE _____

AVAILABLE IN U.S. & CANADA ONLY. All Canadian orders must be made payable in U.S. funds. PLEASE ALLOW 6-8 WEEKS DELIVERY

YOU CAN MAKE A COPY OF THIS PAGE IF YOU DON'T WANT TO TEAR YOUR BOOK.

6031